THE UNUSUAL RANGE OF USES FOR THE

PROXIMETER

MAKES YOURS A MOST VERSATILE CAMERA

- * In the Clinic
- * For Dental Work
- * Photographing Statuary
- * Copying Important Papers
- * Copying Maps
- * Police Photography
- * Nature Studies
- * Photographing Miniatures
- * Photographing Coins and Stamps
- * Photographing Flowers
- * Photographing Small Parts
- * Industrial Photography
- * Business Photography
- * Picturing Tropical Fish
- * Off-the-TV-Screen Photography

• In Short . . . Wherever Close-up Work is Required . . . in Medicine, Science, Business, Industry, the Library, Reporting . . . And at Home . . . There You Will Find a Good Use for the PROXIMETER.

PROXIMETER Model I or Model II

For Retina	. \$24.95
For Signet	\$19.95
For Vito III	. \$21.95
For Prominent	.\$26.50
For Contax	. \$40.50
For Bolsey 82	. \$19.95
For Leica with Summitar f2 Lens	. \$30.50

ACCESSORY ADAPTER RING

For 50mm Elmar f3.5 Lens\$1.45
For 50mm Summar f2 Lens \$1 45
For 50mm Summarit f1.5 Lens\$1.45

CLOSER! CLOSER! CLOSER!



Printed in U.S.A.

TOXIMETER CLOSE-UP ATTACHMENT opens a most interesting

The PROXIMETER consists of a matched pair of supplementary lenses . . . the lower one located in front of the taking lens, and the upper one in front of the rangefinder-viewfinder. It attaches to your camera as easily as a filter.

The PROXIMETER makes possible sharp, accurate focusing of extremely close close-ups through the regular rangefinder. In addition, it compensates for parallax, permitting the use of the regular viewfinder of the camera for examining the exact field of view.





To make sharp shots of stamps and coins the PROXIMETER is your best bet.



Regulor Lens



Proximeter I

Proximeter II



Proximeter 11

The PROXIMETER IS AVAILABLE IN

TWO MODELS

The PROXIMETER Model I is for distances from 38 to 20 inches. The PROXIMETER Model II is for distances from 20 to 13 inches. When both are used in combination, the working area is from 13 to 10 inches. The PROXIMETER can be used with or without a tripod.









